



DECUS

PROGRAM LIBRARY

DECUS NO.	FOCAL8-156
TITLE	BLACKJACK FOR FOCAL
AUTHOR	Vincent Perriello
COMPANY	Taft School Watertown, Connecticut
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SOURCE LANGUAGE	FOCAL 5/69 (DECUS NO. FOCAL8-52)

BLACKJACK FOR FOCAL

DECUS Program Library Write-up

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ABSTRACT

1.1 Storage Requirements:

With FOCAL 5/69, locations 0-7577₈.

1.2 How to Load the Program

Load FOCAL 5/69 as usual, Library Delete, and load the tape.

If you have a high-speed reader, use the "OPTION READER" command.

If you have an ASR-33 TTY, put the tape in the TTY reader. Push the reader switch to "START" and the tape will read in. Stop the reader every four to five lines, to allow the output buffer to "catch up" with the tape.

1.3 How to Execute the Program

Merely type "GO" after the tape has been read in.

1.4 How to Play

Self-explanatory. Face cards have a value of ten, and the ace's value is determined at the time it is dealt. (If the value of eleven (11) is too great, pushing the total of the recipient's cards over twenty-one (21), a value of one (1) is assigned to the ace.) Notice that when the computer asks "HIT?" it is asking "Another card?" and that the dealer will keep drawing cards until he has a total greater than yours and less than twenty-one (21), or exceeds 21 and loses. Watch it yourself, he's tricky!

1.5 Listing

Following

C-FOCAL, 5/69

01.01 O X,I,S 160;S DT=0;S UT=0
01.05 T"SHUFFLE"!;S C=0;F I=1,13;S SP(I)=0;S CL(I)=0;S HE(I)=0;S DI(I)=0
01.10 T "BLACKJACK GAME!",!"THE OBJECT-TOTAL YOUR CARDS TO 21
01.20 T " AND NO FARTHER,",!"THE PLAYER WITH THE GREATEST TOT
01.30 T "AL UNDER 21 WINS!",!
01.60 T "YOUR CARDS ARE:"!
01.61 F I=1,2;T &25;D 1.65;S Z=UT;D 8;S UT=UT+X;I (21-UT) 2.3,2.2
01.62 C 1.73
01.65 D 2.1;S SU=A;I (SU-4) 1.66,1.66,1.65
01.66 D 2.1;I (SU-2) 1.67,1.68;I (SU-4) 1.69,1.7
01.67 I (SP(A)) 1.65,1.71,1.71
01.68 I (CL(A)) 1.65,1.71,1.71
01.69 I (HE(A)) 1.65,1.71,1.71
01.70 I (DI(A)) 1.65,1.71,1.71
01.71 S X=A;D +(6+A/100);D +(7+SU/10);S C=C+1;I (52-C) 1.72,1.72
01.72 T "RE";D 1.05;R
01.73 S YE=-1;S NO=0;A "HIT?",H,!
01.74 I (H) 1.75;C 1.79
01.75 T &25;D 1.65;S Z=UT;D 8;S UT=UT+X;I (UT-21), 1.73,2.2,2.3
01.79 T "DEALER:"!
01.80 I (UT-DT) 2.3,2.3;T &25;D 1.65;S Z=DT;D 8;S DT=DT+X
01.81 I (21-DT) 2.2,2.3,1.8

02.10 S A=(FITR(16*FRAN()));I (13-A) 2.1;I (A-1) 2.1
02.20 T "YOU WIN!"!;D 1.01;C 1.6
02.30 T "I WIN! TOUCH LUCK, BUDDY!"!;D 1.01;C 1.6

06.01 T "ACE ";R
06.02 T "TWO ";R
06.03 T "THREE ";R
06.04 T "FOUR ";R
06.05 T "FIVE ";R
06.06 T "SIX ";R
06.07 T "SEVEN ";R
06.08 T "EIGHT ";R
06.09 T "NINE ";R
06.10 T "TEN ";R
06.11 T "JACK ";S X=10;R
06.12 T "QUEEN ";S X=10;R
06.13 T "KING ";S X=10

07.10 T "SPADES",!;S SP(A)=-1
07.20 T "CLUBS",!;S CL(A)=-1
07.30 T "HEARTS",!;S HE(A)=-1
07.40 T "DIAMONDS",!;S DI(A)=-1

08.10 I (X-2) 8.2;R
08.20 I (21-(Z+11)) 8.3,8.3;S X=11
08.30 R